SHINOBI™

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED BY TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *The Ring of Five, a terrorist band headed by five Ninja Assassins, has kidnapped the children of the world's leaders! The government calls upon you — Master Ninja — to rescue these helpless hostages. Armed with shuriken and a lifetime of intense training, you must battle the Ring of Five's henchmen and defeat all five leaders, one at a time. Along the way, pick up different weapons including Ninja Magic to help you break the "fingers" of the "hand" that grips the world in terror.*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a Tengen game counselor at (408) 433-3999 Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

SHINOBI: TM and ©1987, 1989 Sega Enterprises, Ltd. Manufactured under license from Sega Enterprises, Ltd., Japan. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

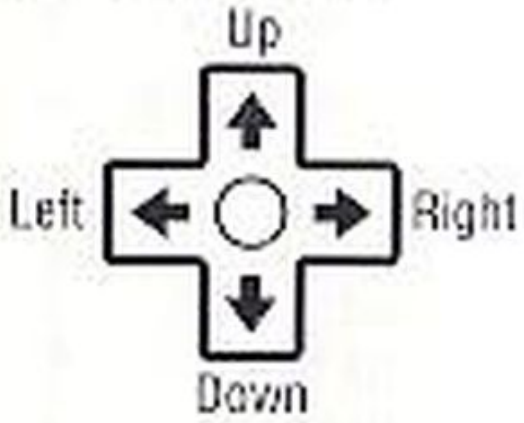
Note: In the interest of product improvement, specifications and design are subject to change without notice.

CONTROL FUNCTIONS

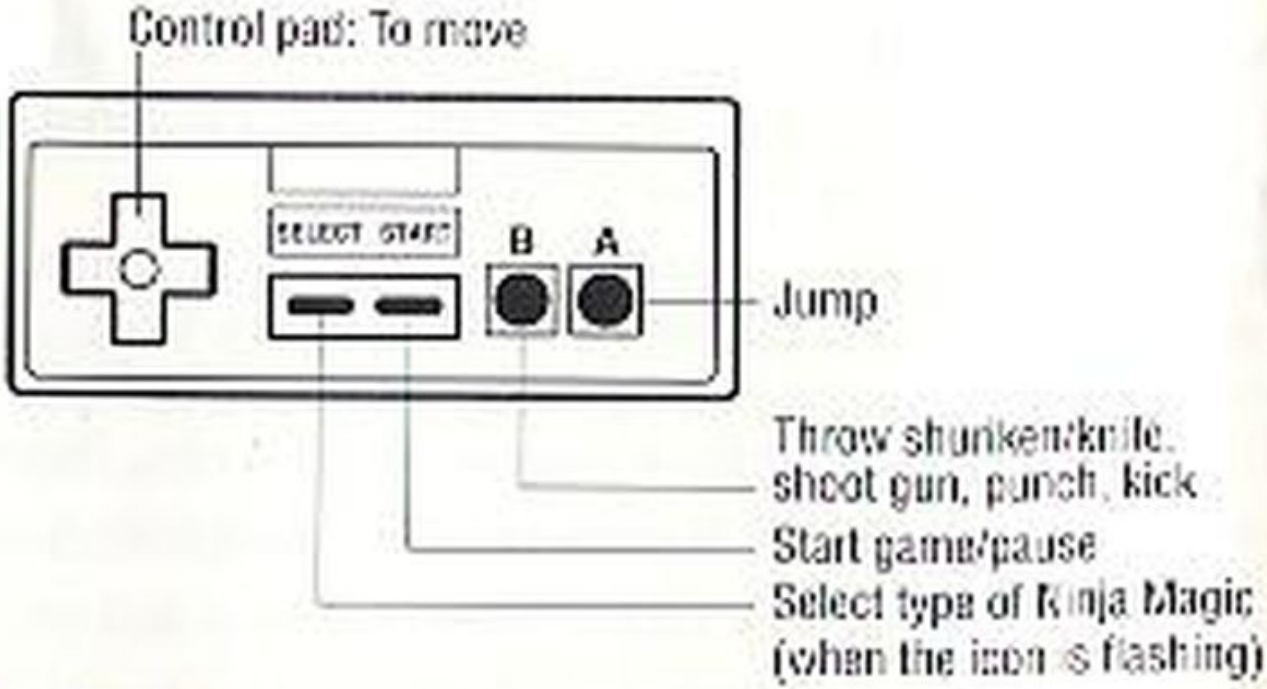
Shinobi is for one player. Plug your controller into Port 1.

Control Pad

Moves the player



Controller



A NINJA WITH THREE LIVES

You start out with three lives. Whenever you touch an enemy or are attacked, your life meter decreases. You lose a life when the life meter runs out. For every 100,000 points you score, you get an extra life. When your last life is lost, the game is over.

BONUS ROUNDS

Each mission has one bonus round which is like a shooting gallery. Use your *shuriken* to strike down enemy ninjas. If one slips through your defenses, you fail. If you can get all of the ninjas, you earn 5000 points and can use Ninja Magic.

NINJA MAGIC

If you succeed in the bonus round, the amount of Ninja Magic you've earned will be shown by the tiles at the top center of the screen.

Before you can use Ninja Magic, you must take out 10 enemies right after the bonus round. The left-most tile will then flash. Hold down the B button, then press the A button. You'll jump, fire, and then call upon Ninja Magic. You can only have up to four Ninja Magic tiles (they're shown in the order that you earned them). There are six types of Ninja Magic:

- **Metal Binding Magic:** Freezes the movements of all enemies on the screen.
- **Invincible Magic:** Your character will blink on and off. You can't be hurt during this time.
- **Four Hands Magic:** Splits you into four selves to defeat all enemies on the screen.
- **Flying Squirrel Magic:** Lets you fly through the air for a short time.
- **Lightning Magic:** Summons lightning from the sky to destroy all your enemies.
- **Tornado Magic:** Cloaks you in a whirlwind to mow down any enemy in your way.

"POWER UP" ITEMS

When you rescue a hostage, a symbol in the upper right corner of the screen tells you which of the following power ups you'll receive:

- **Restore Life Meter:** Brings your life meter up to full.
- **Bonus:** Enables you to enter the bonus round.
- **10,000 Points:** Adds 10,000 points to your score.

WEAPONS

As a Master Ninja, your hands and feet are deadly weapons. At close range, punch and kick your opponents.

To attack from long range, you need distance weapons. You get them when you rescue hostages. The weapon you receive appears in the top right corner of the screen.

Distance weapons include:

- **Shuriken:** Your throwing star.
- **Knife:** Can be thrown like a shuriken.
- **Pistol:** Aim and fire. Bullets can stop any foe.

THE UNDERLINGS OF THE RING OF FIVE

There are many different types of terrorists in the Ring of Five. They are all dangerous and worth points if you defeat them:

Thug.....100 points
Frogman...100 points
Gunman ...100 points
Fly Ninja ...100 points
Green Ninja .....200 points
Mongo .....300 points

THE FIVE NINJA ASSASSINS

Each Ring that makes up the Ring of Five is led by a Ninja Assassin. The goal of your five missions is to destroy the enemy leaders.

Mission 1: **Ken Oh**
Mission 2: **Black Turtle**
Mission 3: **Mandara**
Mission 4: **Lobster**
Mission 5: **Masked Ninja**

Like their underlings, the enemy kingpins attack in patterns. Study the way they move, figure out when they are easiest to defeat, and then strike them down. Each Ninja Assassin also has a weak spot. Find it and you'll improve your chances of defeating him.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. Before any returns are accepted you must call our warranty department (408-473-9400) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL TENGEN BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence to: TENGEN Inc.
Warranty Department
P.O. Box 360782
Milpitas, CA 95035-0782

TENGEN
1623 Buckeye Drive
Milpitas, CA 95035
U.S.A.

Printed in U.S.A.